

# Cashpoint

## Description


The system is composed of till which can access a central resource containing the detailed records of customers' bank accounts. A till is used by inserting a card and typing in a Personal Identification Number (PIN) which is encoded by the till and compared with a code stored on the card. After successfully identifying themselves to the system, customers may either: make a cash withdrawal or ask for a balance of their account to be printed. Withdrawals are subject to a user resources, which means the total amount that user has on account. Another restriction is that a withdrawal amount may not be greater than the value of the till local stock. Tills may keep illegal cards, i.e. after three failed tests for the PIN.

Source: The case has been developed based on the paper: T. Denvir, J. Oliveira, and N. Plat., *The Cash-Point (ATM) 'Problem'*, *Formal Aspects of Computing*, 12(4):211-215, 2000, and the ATM use case presented in [UML - A Programmers Guide](#).

## Model

**BPMN Diagram types:** Process,

**Source files:** [cashpoint.sgx](#), [cashpoint.bpmn](#) [cashpoint-all.pdf](#)

**Diagram files:** , [cashpoint.pdf](#)



## Model logic

XTT2 logic model: [cashpoint\\_xtt.html](#)



From:

<https://geist.re/> - **GEIST Research Group**

Permanent link:

[https://geist.re/pub:projects:bimloq:cases\\_bimloq:bimloq\\_case\\_cashpoint:start?rev=1363082123](https://geist.re/pub:projects:bimloq:cases_bimloq:bimloq_case_cashpoint:start?rev=1363082123)

Last update: **2013/03/12 09:55**

